



CASE FILE 32

THE WENDIGO OF ST LAWRENCE

MYTHICAL CLASSIFICATION: CURSED FOREST SPIRIT

FILE REFERENCE: F.O.L.L.I.E.S./ST-LAWRENCE/WENDIGO/32



adult scale estimate



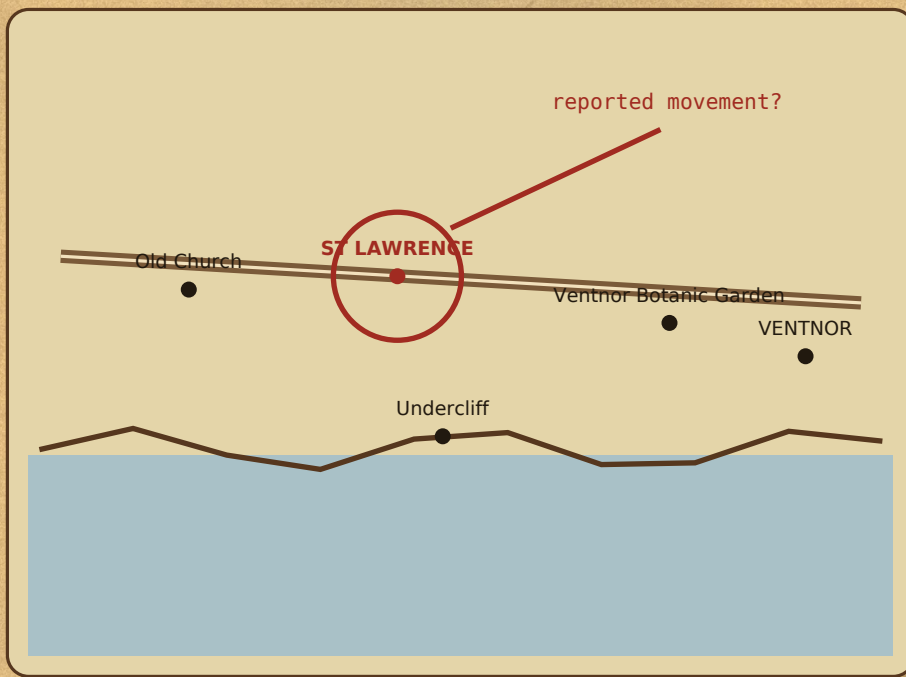
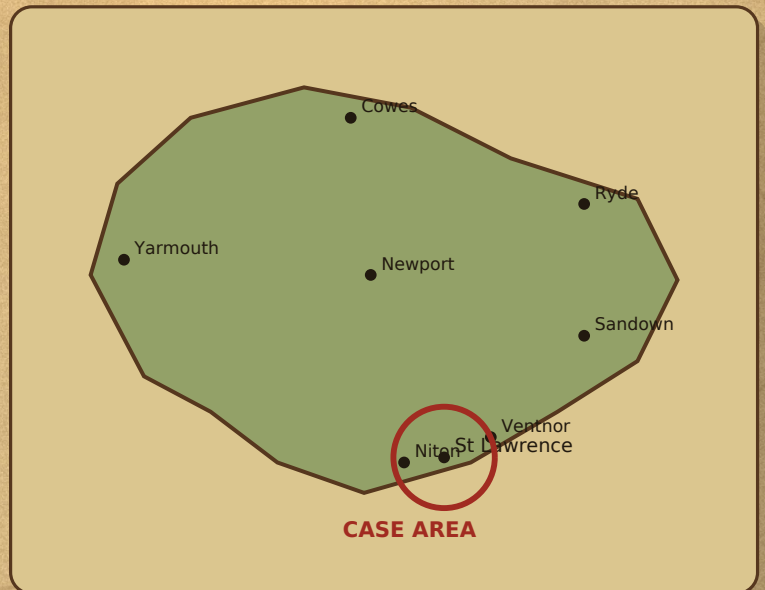
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LOCATION BOARD

ST LAWRENCE: CASE AREA

St Lawrence lies on the south coast of the Isle of Wight, immediately west of Ventnor. The village sits within the wooded Undercliff, where steep slopes, old lanes and dense vegetation give any shy creature plenty of places to disappear.

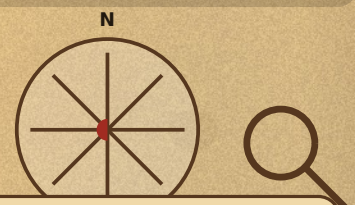


FIELD NOTES

Coordinates:
approx. 50.584 N,
1.249 W

Nearby:
Ventnor Botanic Garden
St Lawrence Old Church
Undercliff Drive

Terrain:
woodland, slopes and coastal
paths



Local rumour: "The shadows are oldest beneath the trees." Investigators have marked the woodland edge, old park paths and quiet lanes as places where whispers have reportedly been heard. These are claims, not confirmed facts.

CREATURE PROFILE

THE DARK LEGEND



Archive sketch: full figure

VITAL FACTS

Reported height: over 2.4 metres

Build: tall, thin and long-limbed

Head: branching antlers

Eyes: said to glow red at night

Voice: a dry whisper or rasp

Habit: vanishing into woodland shadows

CAUTION

The Wendigo is described as intelligent rather than mindless. It watches, plans and avoids traps. Its great weakness is not a particular weapon. It is the loneliness, fear and endless hunger that keep the curse alive.

WHAT DOES THE LEGEND MEAN?

One archive theory says the Wendigo tale warns against greed that grows until it consumes everything. In this case file, the creature is treated as both a dangerous mystery and a being trapped by a curse. That distinction becomes important later.



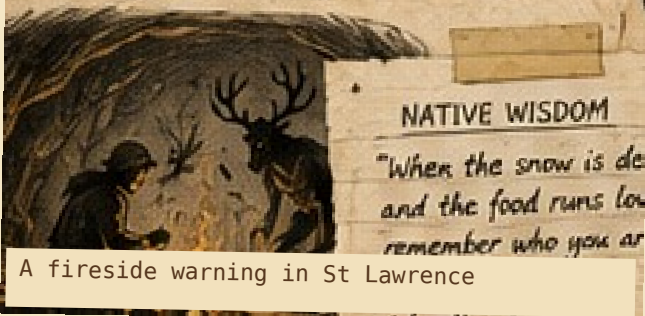
THE STORY BEGINS

WHISPERS BENEATH THE TREES

igers of greed and cannibalism.

tells of a once-human being who,
ven by insatiable hunger, turns into
onstrous creature forever trapped
cycle of endless craving.

Wendigo is not just physical,
a symbol of corruption of the soul.



A fireside warning in St Lawrence

Young Thomas once asked his grandfather whether the Wendigo was real.

"I saw something during a harsh winter," the old man replied. "It was tall, silent and terribly hungry. The worst part was the feeling that its hunger would never end."

The villagers gave the creature a nickname: Where Did He Go? A rustle, a glimpse of antlers, then nothing.

THE FIRST CLUES

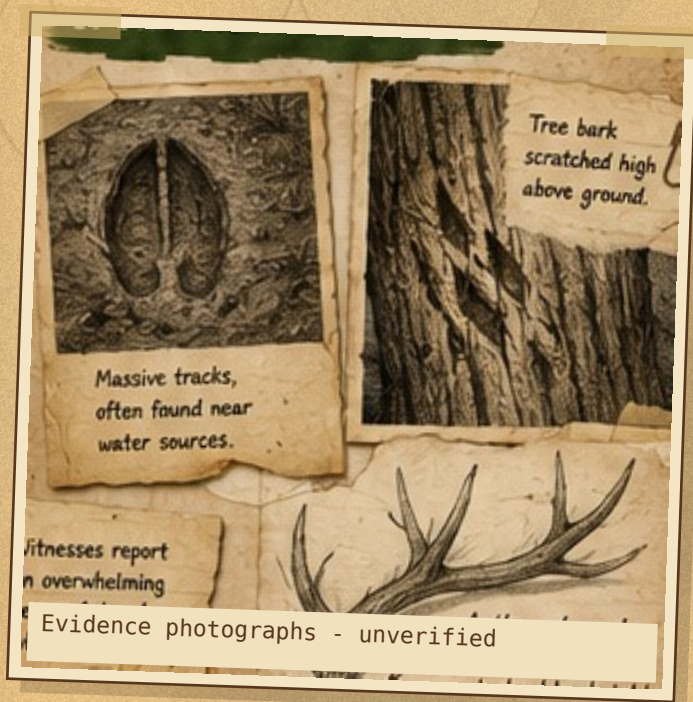
Mary and her friends heard a sound in the trees while walking home from the village. The path was cold, the moon was bright, and something seemed to move beside them without stepping into the open. They hurried home. No creature was clearly seen.

Reported favourite snack:
field mice, particularly when found near bubbling
springs. The truth of this claim remains unverified and
slightly suspicious.



Witness sketch

TRACKS, SOUNDS AND SHADOWS



OBSERVATION LOG

- 1 Heavy split tracks near water
- 2 Scratches high on tree bark
- 3 A sudden silence among birds
- 4 Whispers that stop when approached
- 5 A feeling of being watched
- 6 A light seen once, then gone

IMPORTANT: EVIDENCE IS NOT PROOF

Large tracks can be made by deer, loose bark may fall naturally, and a frightened imagination is extremely good at adding antlers to an ordinary shadow. A proper investigator records what was found without claiming more than the evidence supports.

Investigator comment: The most convincing clue may not be the footprints. It may be the repeated reports that the woodland suddenly becomes silent. But even that could have several explanations.

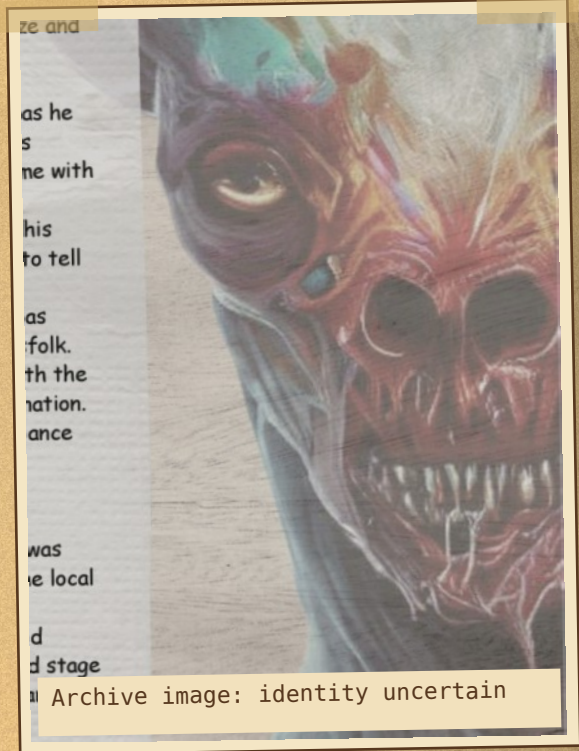
INCIDENT REPORT

THE NIGHT AT THE THEATRE

One evening, the Wendigo slipped into a crowded local theatre. The lights, music and laughter confused it. When people pointed towards the antlers, the creature believed it was being mocked.

It roared, knocked over scenery and tore through the stage curtains. The audience rushed outside while the stagehands guided children and families to safety.

By the time the hall was empty, the Wendigo had vanished into the night. The theatre was badly damaged, but the villagers had escaped.



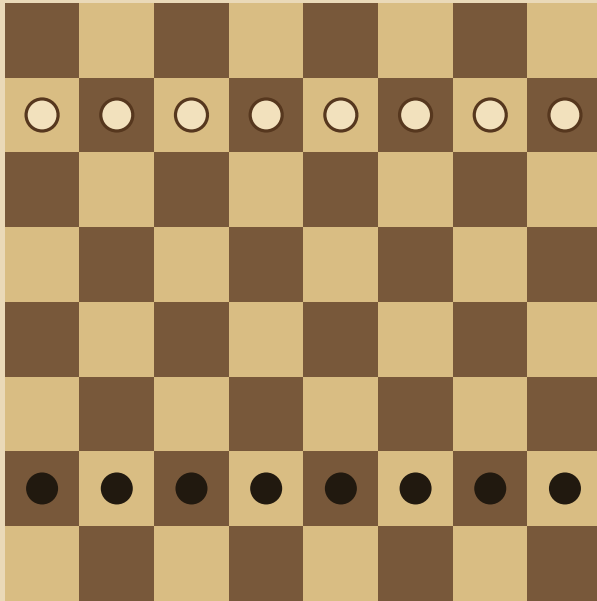
WHAT WENT WRONG?

Fear spread in both directions. The audience saw a monster. The Wendigo saw a crowd that might attack it. Panic turned a misunderstanding into destruction. The villagers learned not to provoke the creature, but the Wendigo also began to question what its anger had achieved.

Case finding: Respect does not mean pretending dangerous behaviour is acceptable. It means keeping people safe while still trying to understand what caused the danger.

A QUIET CHANGE

THE CHESSBOARD IN THE PARK



A battered board, one missing rook

After the theatre incident, the Wendigo spent more time alone. One autumn afternoon, it found an old chessboard beneath a tree and began playing against itself.

Every move demanded patience. Every mistake could be corrected by thinking again. For the first time in years, the creature felt a small patch of calm.

"Checkmate," it whispered. But the real question remained: could the curse ever be changed?

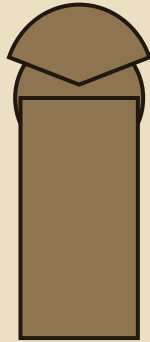
A VISITOR ARRIVES

A young woman followed the sound of moving pieces. She noticed the board but not the creature hidden in the shadows. After studying the game, she moved one piece and smiled. "Whoever you are, you are invited. Maybe we can play sometime."

The Wendigo did not step forward. Yet the invitation stayed with it. Hope, unlike hunger, was a feeling it had almost forgotten.

SMALL ACTS

THE KNIGHT ON THE WINDOWSILL



A carved chess knight

That night, the Wendigo left a small carved knight on the young woman's windowsill. It was a cautious thank-you and an invitation to continue the game.

The gift was followed by wildflowers, smooth stones and tiny carved animals. The villagers began to realise that the creature was trying to communicate without frightening anyone.

Fear did not vanish overnight, but curiosity started to replace it.

THE BRIDGE OF TRUST

The young woman asked the villagers to judge the Wendigo by its newest actions, not only by its worst night. The villagers still kept a safe distance, yet they stopped treating every rustle as an attack. The Wendigo, in return, kept its distance and left gifts where they could be found.

F.O.L.L.I.E.S finding: A single kind act cannot erase harm, but repeated careful choices can begin to repair trust.

HARVEST FESTIVAL

THE STEP OUT OF THE SHADOWS



At the autumn harvest festival, the Wendigo watched from the edge of the trees. The young woman saw the antlers and stepped forward.

"Welcome," she said. "We know you are not only the frightening story people tell."

The Wendigo approached slowly. Nobody rushed it. Nobody laughed. The villagers made room beside the fire.

The creature told them about the curse, the hunger and the long years of hiding. The villagers listened. They did not excuse the destruction at the theatre, but they offered a path forward: protect the village, respect its people, and accept help when the darkness returned.

By dawn, the Wendigo had not become harmless or ordinary. It had become something more hopeful: a creature choosing what it would do next.

A NEW ROLE

FROM TERROR TO WATCHER

Over time, the Wendigo became a cautious guardian of St Lawrence. It watched the wooded paths, warned travellers away from unstable ground and guided lost walkers back towards the village lights.

Stories say it later formed an uneasy alliance with the Wraiths of Niton and the Phoenix of Merstone. Whether that happened exactly as claimed remains unverified, but the idea delighted local storytellers.

The creature still preferred the shadows. It simply no longer used them only to hide.



CASE CONCLUSION

The Wendigo of St Lawrence is a story of transformation rather than instant forgiveness. The village learned that courage can include compassion. The Wendigo learned that strength can include restraint. Both had to change.

Status: monitored guardian. Approach with respect, maintain distance, and never challenge a mysterious forest creature to chess unless you have brought all the pieces.

QUESTIONS FROM THE FIELD



PROFESSOR FOLLIES ASKS...

- 1 Was the Wendigo becoming kinder, or simply learning better choices?
- 2 Which clue would you investigate first: the tracks, the silence, or the chessboard?
- 3 Did the villagers forgive too quickly, too slowly, or at about the right speed?
- 4 Why might a creature choose gifts instead of words?
- 5 How many chess pieces could fit between two enormous antlers?
- 6 What rule would you add to the St Lawrence creature-safety guide?

YOUR FIELD NOTE

Write or draw one final piece of evidence that would convince you the Wendigo had truly changed. It could be a footprint, a gift, a witness statement or something nobody else has thought of yet.

A good investigator stays curious without becoming careless. That is harder than it sounds, especially when antlers are involved.



CASE FILE 32 CLOSED

F.O.L.L.I.E.S.

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Status: Restricted archive copy

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Keep exploring. Keep questioning. Treat wild places with respect, and remember that even the darkest case file may contain the beginning of a better story.

